CITW - Blooms 2013
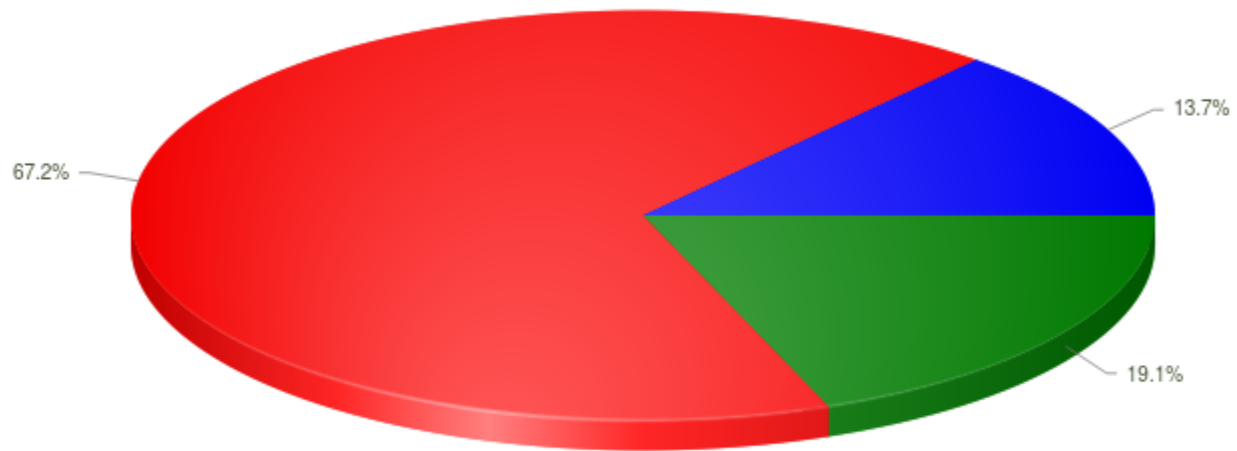### From Aug 01, 2015 to Feb 01, 2016
CITW - Blooms 2013 (1521 walkthroughs)

Segment of Class	Selected	%
🟦 1. Beginning (first 10 minutes)	207	13.7%
🟥 2. Middle	1014	67.2%
🟩 3. End (last 10 minutes)	289	19.1%
Total	**1510**	**100%**

- Beginning (first 10 minutes)
- Middle
- End (last 10 minutes)

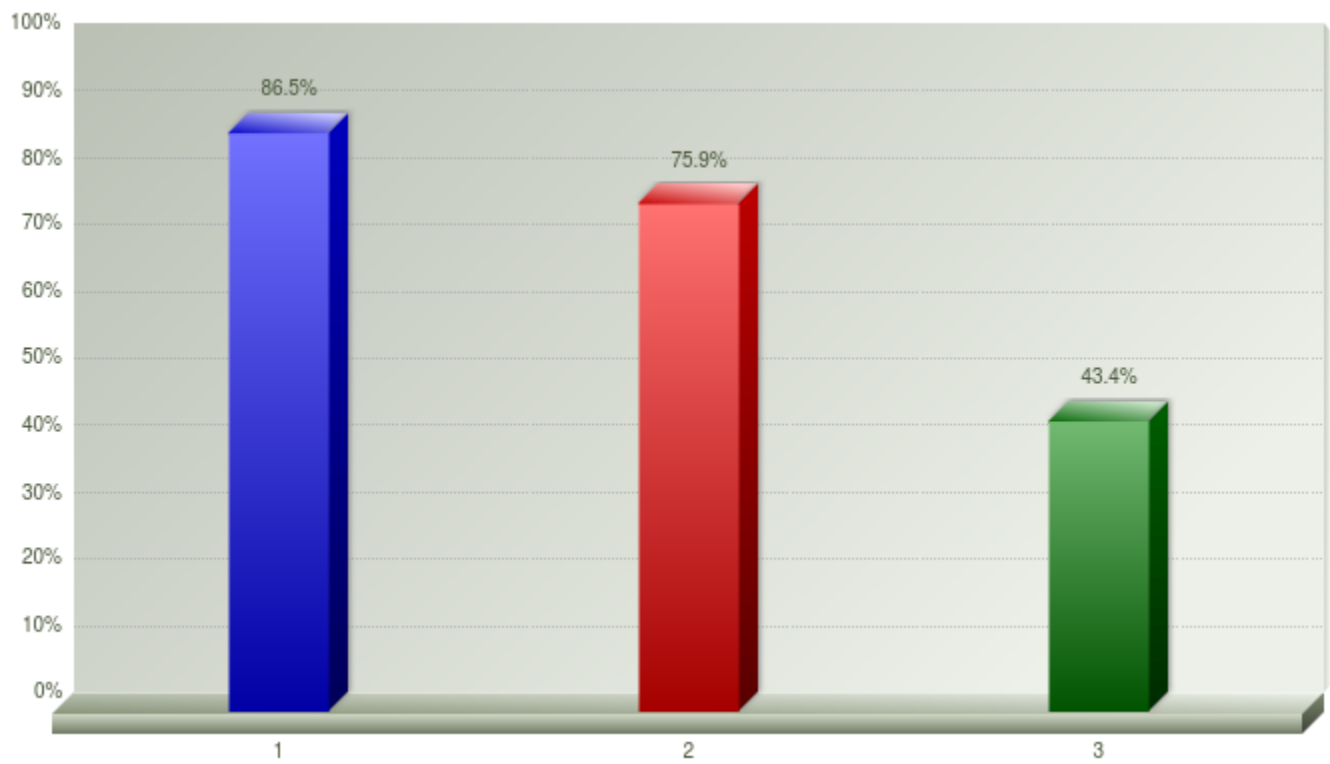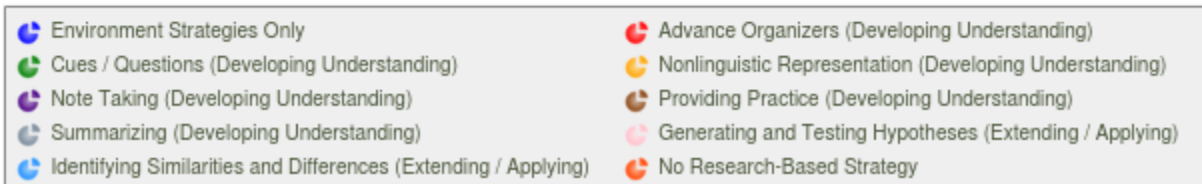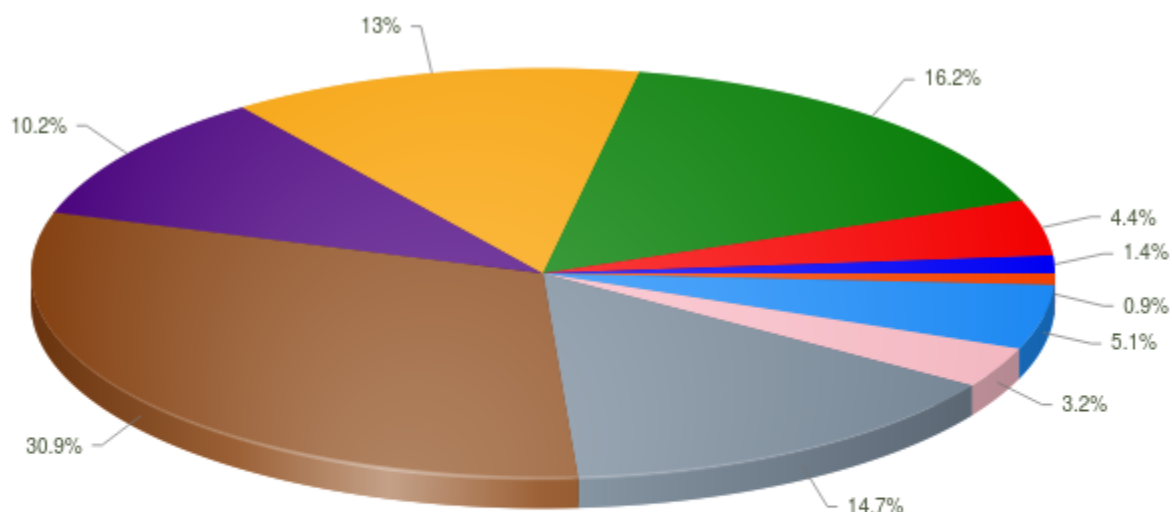| Creating the Environment (Choose ALL that apply)		
Creating the Environment (Choose ALL that apply) (Based on 1521 walkthroughs)	**Selected**	**%**
■ 1. Setting Objectives	1316	86.5%
■ 2. Providing Feedback	1154	75.9%
■ 3. Effort and Recognition	660	43.4%

Primary Instructional Strategy (teacher-intended main strategy): Choose one from the drop down. If checkboxes appear, check the specific strategy within the category.	Selected	%
1. Environment Strategies Only	21	1.4%
2. Advance Organizers (Developing Understanding)	66	4.4%
3. Cues / Questions (Developing Understanding)	246	16.2%
4. Nonlinguistic Representation (Developing Understanding)	197	13%
5. Note Taking (Developing Understanding)	154	10.2%
6. Providing Practice (Developing Understanding)	468	30.9%
7. Summarizing (Developing Understanding)	223	14.7%
8. Generating and Testing Hypotheses (Extending / Applying)	49	3.2%
9. Identifying Similarities and Differences (Extending / Applying)	77	5.1%
10. No Research-Based Strategy	14	0.9%
Total	**1515**	**100%**

Legend:
- Environment Strategies Only
- Advance Organizers (Developing Understanding)
- Cues / Questions (Developing Understanding)
- Nonlinguistic Representation (Developing Understanding)
- Note Taking (Developing Understanding)
- Providing Practice (Developing Understanding)
- Summarizing (Developing Understanding)
- Generating and Testing Hypotheses (Extending / Applying)
- Identifying Similarities and Differences (Extending / Applying)
- No Research-Based Strategy

| Nonlinguistic Representation (Developing Understanding) : Nonlinguistic Representation (Based on 197 walkthroughs)	Selected	%
1. Graphic Organizer	18	9.1%
2. Kinesthetic	93	47.2%
3. Mental Imagery / Senses	8	4.1%
4. Physical Model	41	20.8%
5. Pictograph (pictures, illustrations)	66	33.5%
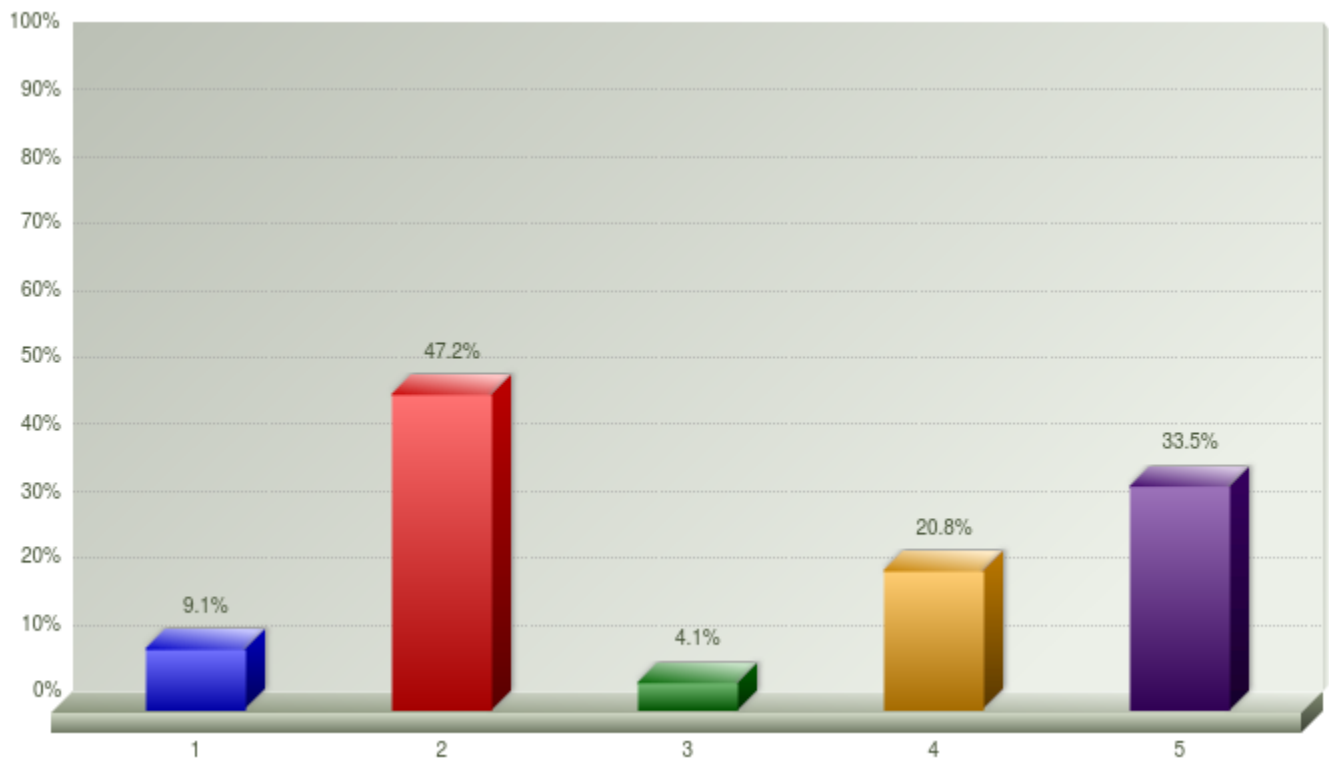
| Generating and Testing Hypotheses (Extending / Applying) : Generating and Testing Hypotheses (Based on 49 walkthroughs)	Selected	%
🟦 1. Experimental Inquiry	22	44.9%
🟥 2. Investigation	25	51%
🟩 3. Problem Solving	9	18.4%
🟧 4. Systems Analysis	5	10.2%
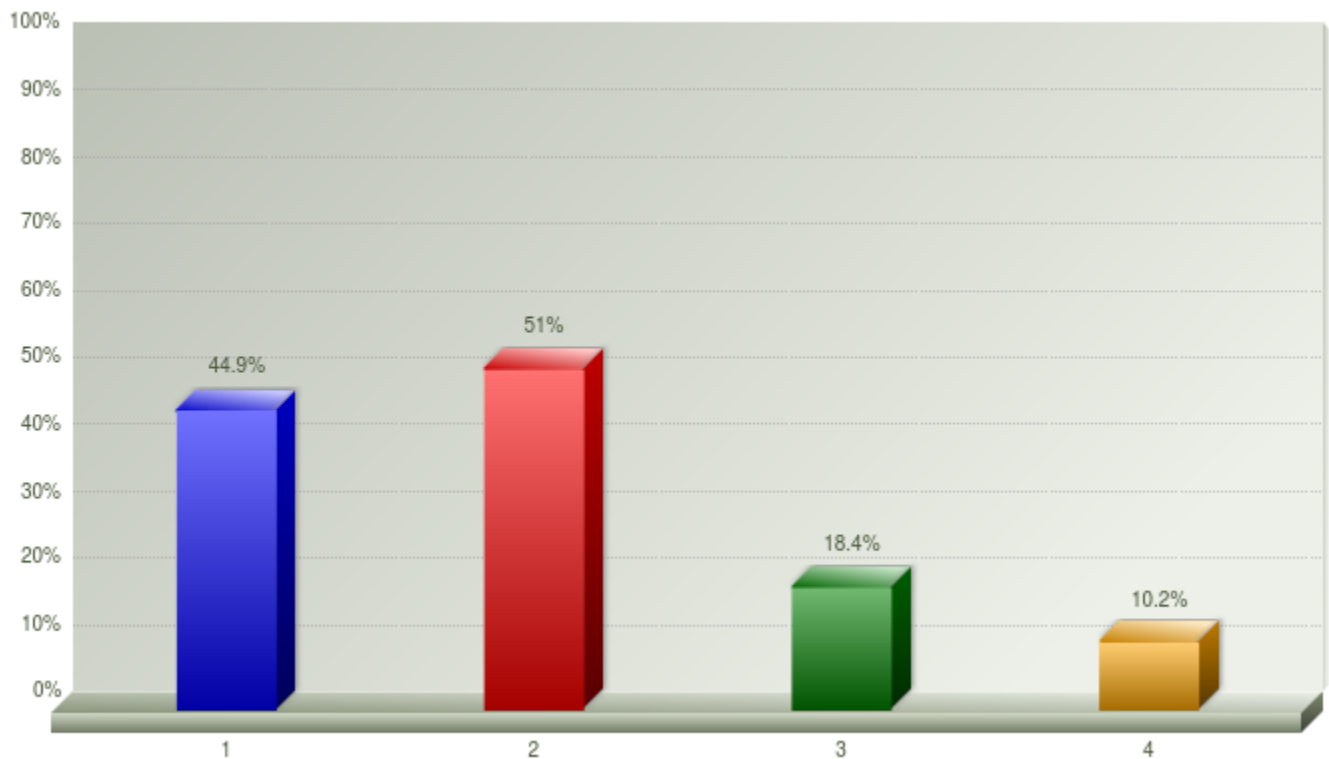
| Identifying Similarities and Differences (Extending / Applying) : Identifying Similarities and Differences (Based on 77 walkthroughs)	Selected	%

|			
■	1. Compare / Classify	73	94.8%
■	2. Metaphor / Analogy	5	6.5%
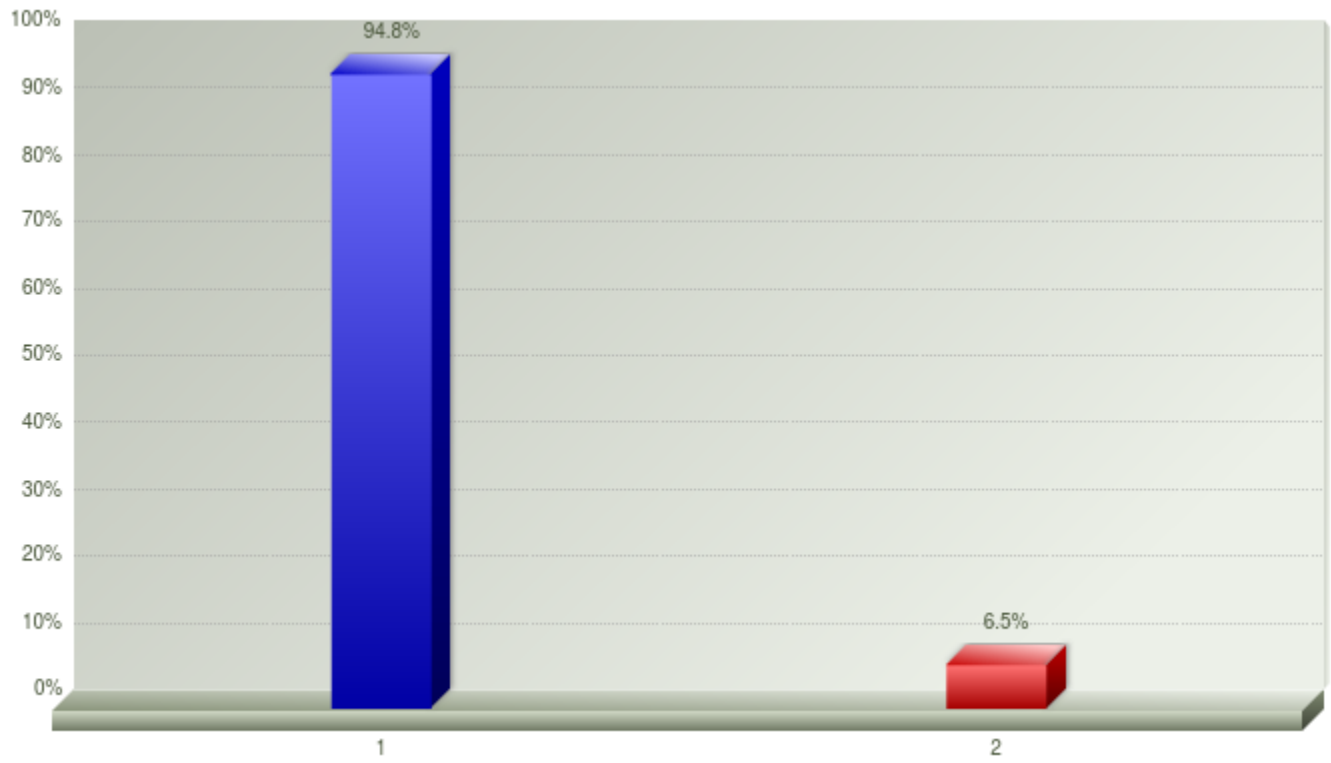
Secondary Instructional Strategy (in support of main strategy, optional): Choose one from the drop down. If checkboxes appear, check the specific strategy within the category.	Selected	%
1. Advance Organizers (Developing Understanding)	20	2.3%
2. Cues / Questions (Developing Understanding)	218	25.6%
3. Nonlinguistic Representation (Developing Understanding)	55	6.5%
4. Note Taking (Developing Understanding)	137	16.1%
5. Providing Practice (Developing Understanding)	189	22.2%
6. Summarizing (Developing Understanding)	132	15.5%
7. Generating and Testing Hypotheses (Extending / Applying)	29	3.4%
8. Identifying Similarities and Differences (Extending / Applying)	72	8.5%
Total	**852**	**100%**
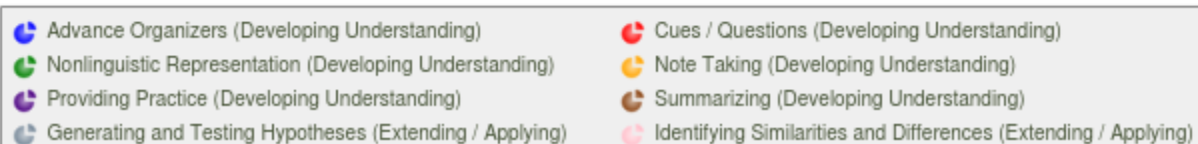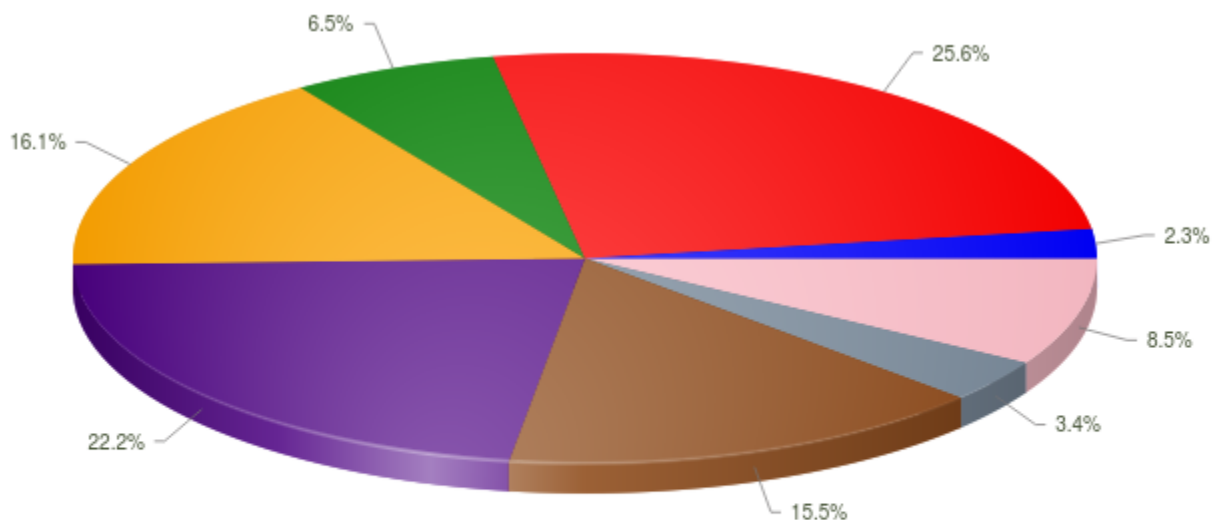
Legend:
- Advance Organizers (Developing Understanding)
- Cues / Questions (Developing Understanding)
- Nonlinguistic Representation (Developing Understanding)
- Note Taking (Developing Understanding)
- Providing Practice (Developing Understanding)
- Summarizing (Developing Understanding)
- Generating and Testing Hypotheses (Extending / Applying)
- Identifying Similarities and Differences (Extending / Applying)

| Nonlinguistic Representation (Developing Understanding) : Nonlinguistic Representation (Based on 55 walkthroughs)	Selected	%
1. Graphic Organizer	5	9.1%
2. Kinesthetic	19	34.5%
3. Mental Imagery / Senses	4	7.3%
4. Physical Model	13	23.6%
5. Pictograph (pictures, illustrations)	19	34.5%
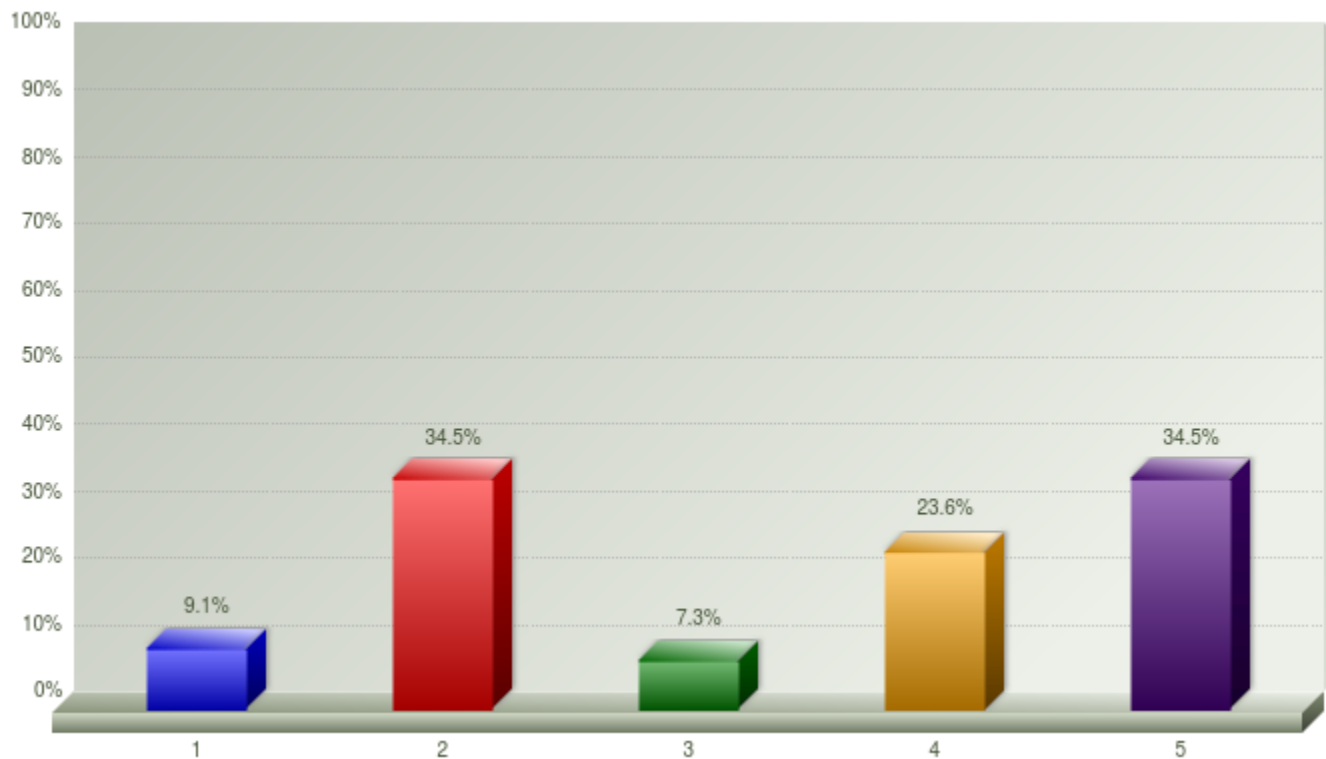
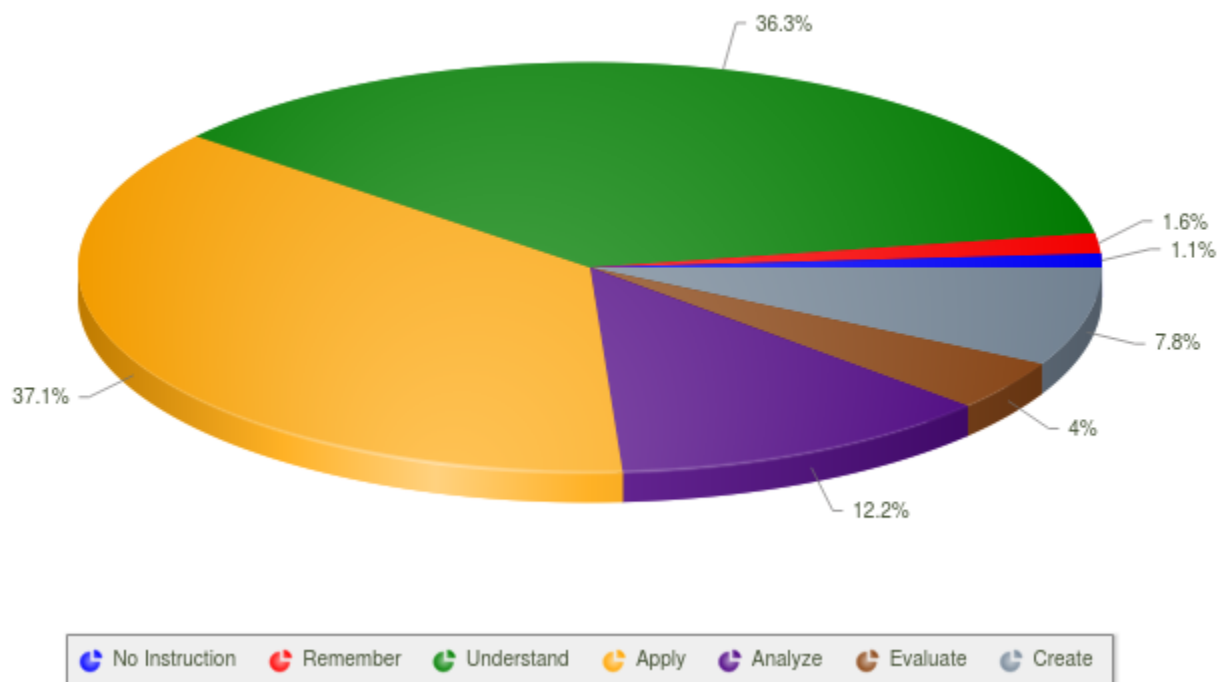| Generating and Testing Hypotheses (Extending / Applying) : Generating and Testing Hypotheses (Based on 29 walkthroughs)	Selected	%
■ 1. Experimental Inquiry	13	44.8%
■ 2. Investigation	10	34.5%
■ 3. Problem Solving	10	34.5%
■ 4. Systems Analysis	1	3.4%
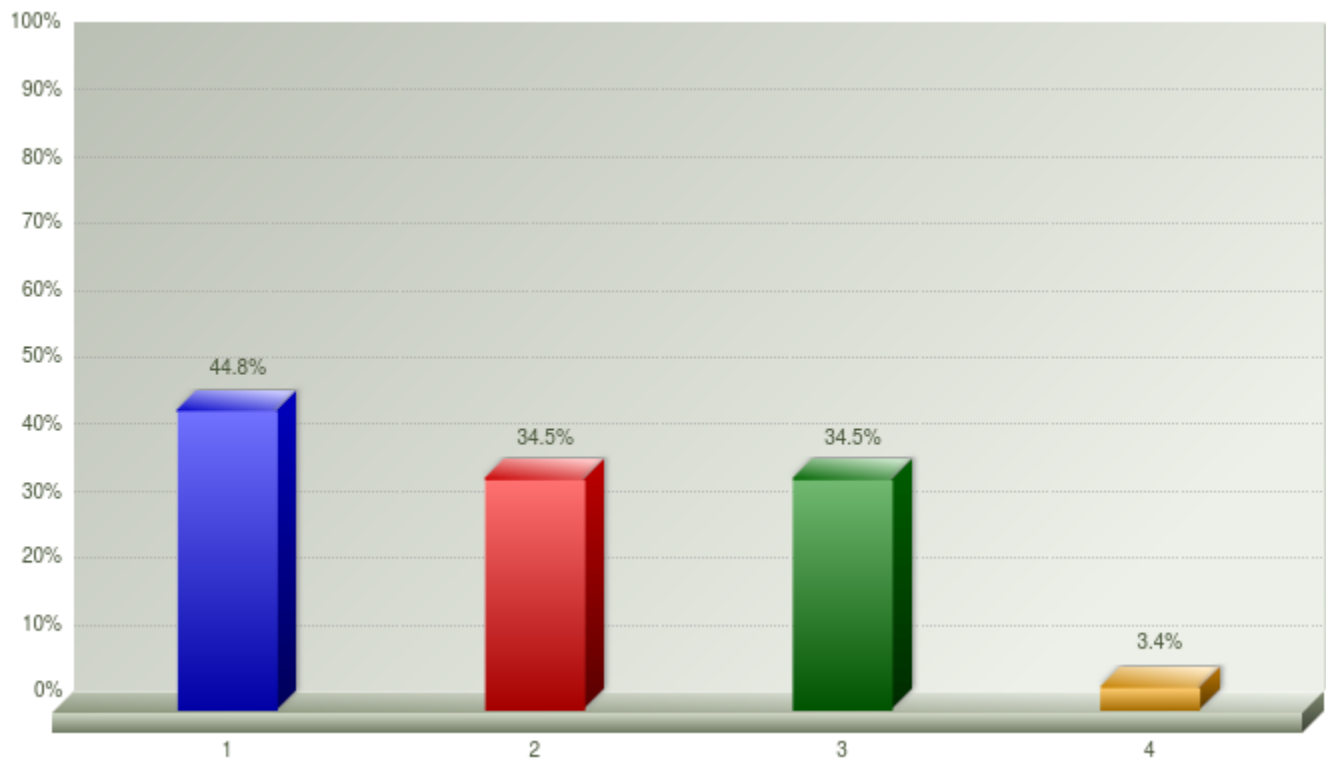
Identifying Similarities and Differences (Extending / Applying) : Identifying Similarities and Differences (Based on 72 walkthroughs)	Selected	%

■	1. Compare / Classify	69	95.8%
■	2. Metaphor / Analogy	5	6.9%
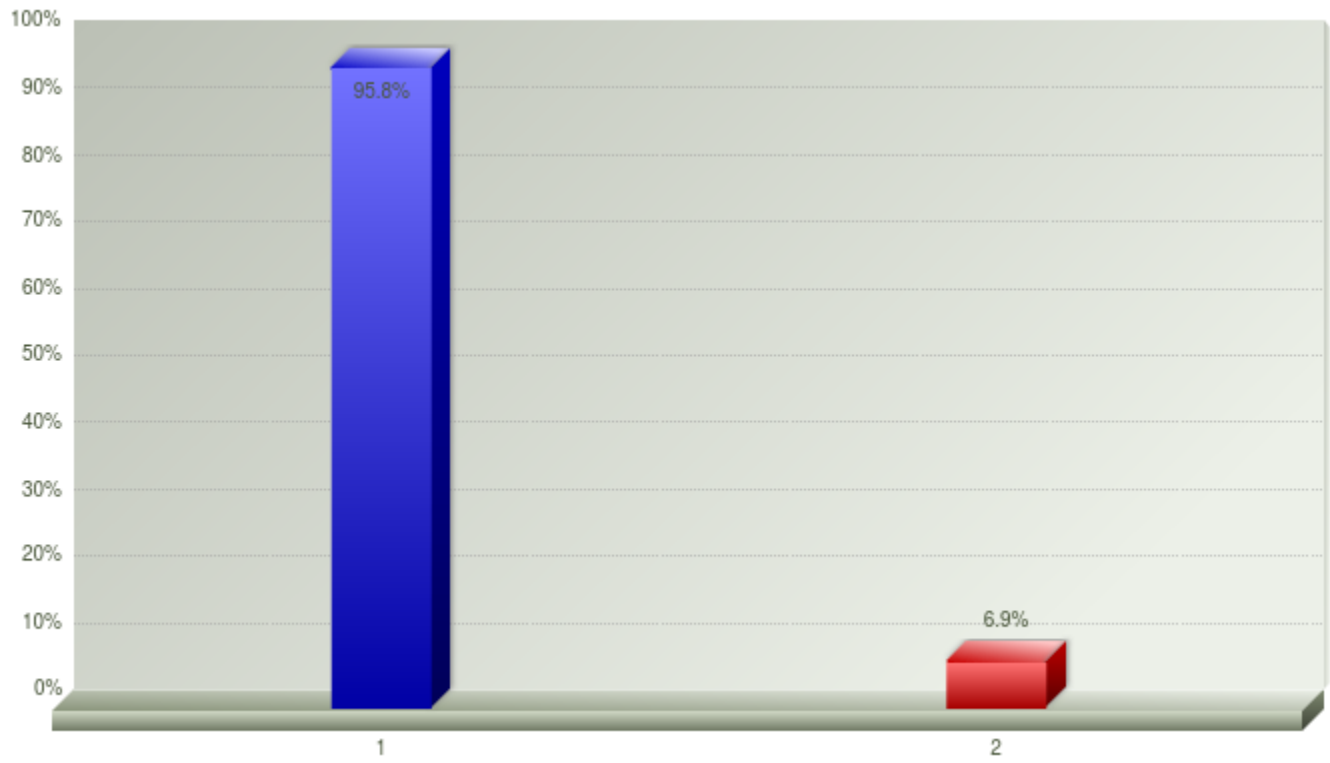
Blooms Taxonomy	Selected	%
■ 1. No Instruction	16	1.1%
■ 2. Remember	24	1.6%
■ 3. Understand	547	36.3%
■ 4. Apply	560	37.1%
■ 5. Analyze	184	12.2%
■ 6. Evaluate	60	4%
■ 7. Create	117	7.8%
Total	**1508**	**100%**

36.3%

1.6%
1.1%

7.8%

4%

37.1%

12.2%

No Instruction   Remember   Understand   Apply   Analyze   Evaluate   Create

Grouping	Selected	%
■ 1. Whole Group	815	54.6%
■ 2. Small Group	256	17.1%
■ 3. Pair	36	2.4%
■ 4. Individual	326	21.8%
■ 5. Cooperative Group	61	4.1%
Total	**1494**	**100%**

54.6%

4.1%

17.1%

21.8%

2.4%

● Whole Group ● Small Group ● Pair ● Individual ● Cooperative Group
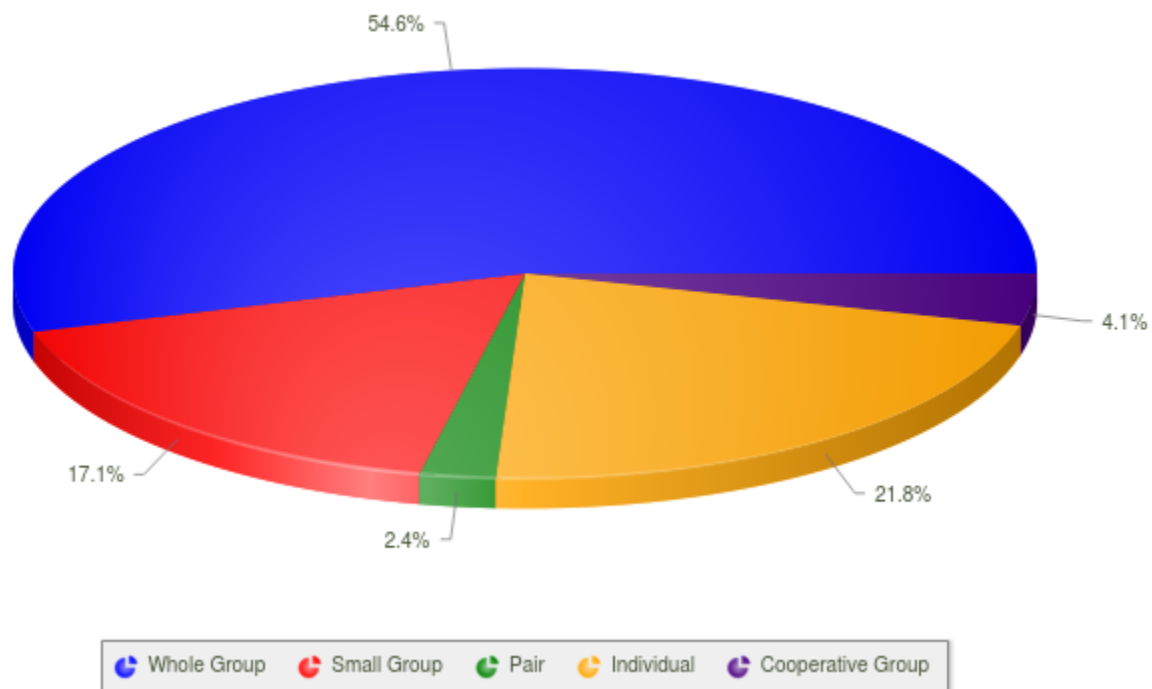
Teacher Directed Technology (Choose ALL that apply)		
Teacher Directed Technology (Choose ALL that apply) (Based on 1521 walkthroughs)	**Selected**	**%**
1. None	1035	68%
2. 2D or 3D Modeling	0	0%
3. Augmented Reality	0	0%
4. Brainstorming / Idea Mapping	0	0%
5. Calculator	3	0.2%
6. Communication / Collaboration Tool	5	0.3%
7. Data Collection / Analysis Tool	5	0.3%
8. Database and Reference	13	0.9%
9. Diagnostic / Prescriptive System	3	0.2%
10. Display Tool	348	22.9%
11. Instructional Interactive	40	2.6%
12. Instructional Media	67	4.4%
13. Interactive Whiteboard	25	1.6%
14. Kinesthetic Technology	8	0.5%
15. Multimedia Creation	4	0.3%
16. Non-Educational Use	3	0.2%
17. Student Response Systems	1	0.1%
18. Word Processing	1	0.1%
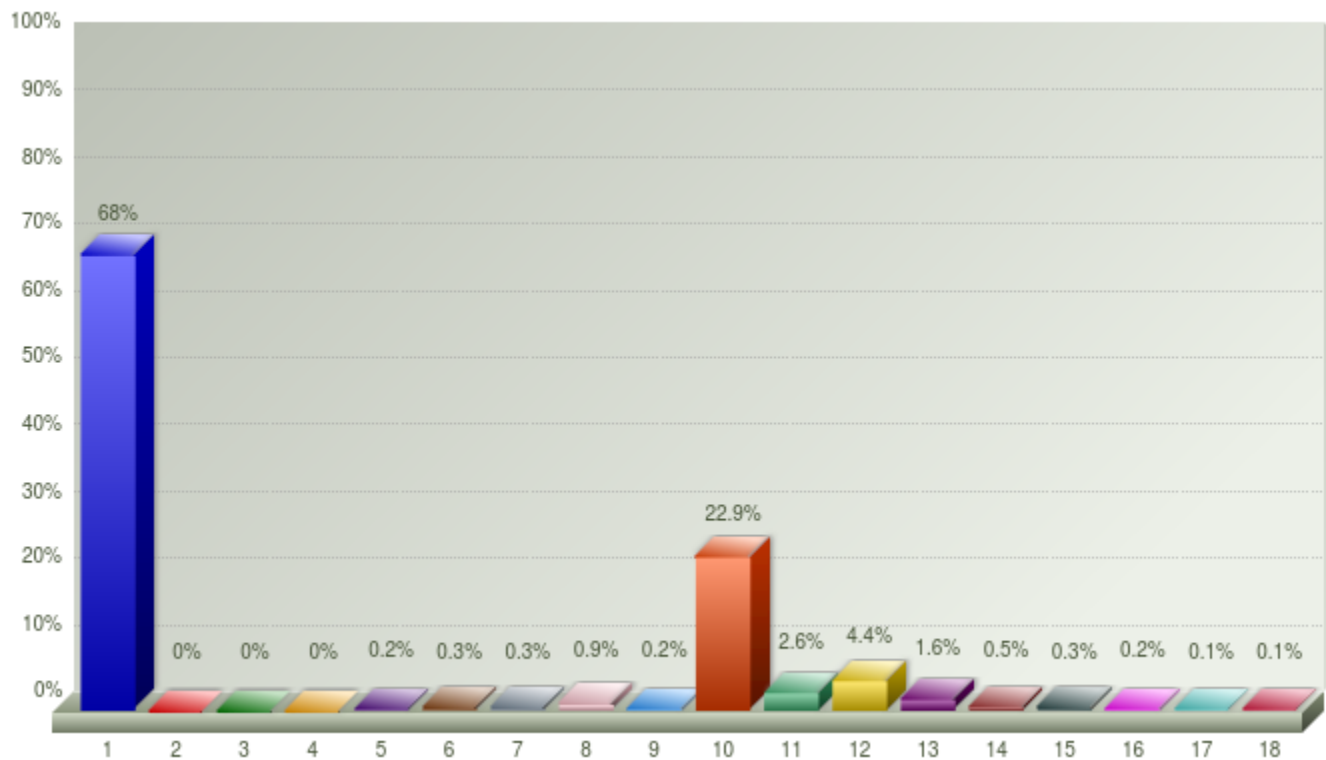
Student Centered Technology (Choose ALL that apply)		
Student Centered Technology (Choose ALL that apply) (Based on 1521 walkthroughs)	**Selected**	**%**
1. None	1059	69.6%
2. 2D or 3D Modeling	13	0.9%
3. Augmented Reality	2	0.1%
4. Brainstorming / Idea Mapping	3	0.2%
5. Calculator	161	10.6%
6. Communication / Collaboration Tool	4	0.3%
7. Data Collection / Analysis Tool	13	0.9%
8. Database and Reference	38	2.5%
9. Diagnostic / Prescriptive System	13	0.9%
10. Display Tool	81	5.3%
11. Instructional Interactive	65	4.3%
12. Instructional Media	49	3.2%
13. Interactive Whiteboard	1	0.1%
14. Kinesthetic Technology	25	1.6%
15. Multimedia Creation	17	1.1%
16. Non-Educational Use	4	0.3%
17. Student Response Systems	2	0.1%
18. Word Processing	31	2%
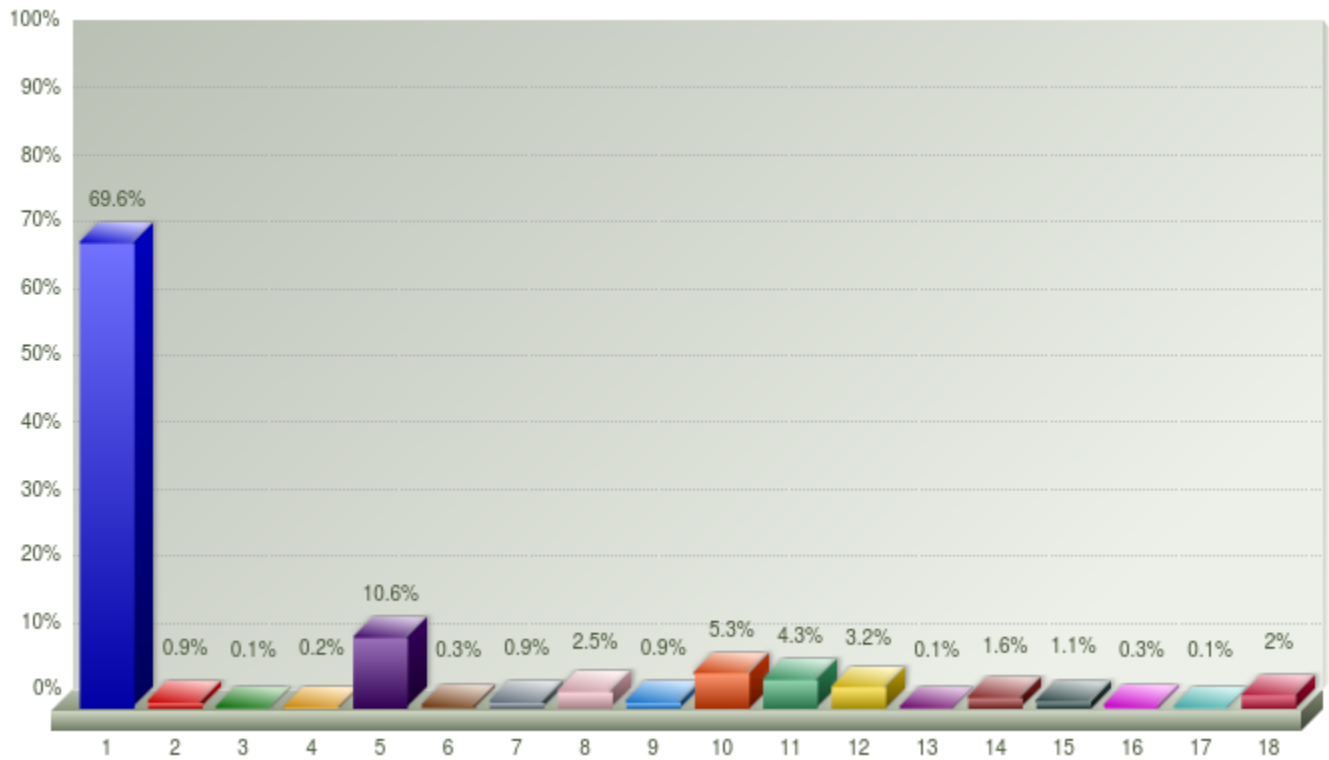
Indicators of Learning (Choose ALL that apply)		
Indicators of Learning (Choose ALL that apply) (Based on 1521 walkthroughs)	**Selected**	**%**
■ 1. Experimenting	35	2.3%
■ 2. Formative Assessment (Informal Assessment)	99	6.5%
■ 3. Guided Reading	15	1%
■ 4. Learning Game	49	3.2%
■ 5. Oral Reading	37	2.4%
■ 6. Peer Teaching	15	1%
■ 7. Practicing	308	20.2%
■ 8. Silent Reading (little evidence)	23	1.5%
■ 9. Simulating / Modeling	52	3.4%
■ 10. Student Demonstrating	230	15.1%
■ 11. Student Discussion	268	17.6%
■ 12. Student Drawing	82	5.4%
■ 13. Student Graphic Organizing	64	4.2%
■ 14. Student Performing / Presenting	118	7.8%
■ 15. Student Planning	62	4.1%
■ 16. Student Tutoring	4	0.3%
■ 17. Student Worksheet	351	23.1%
■ 18. Student Writing	158	10.4%
■ 19. Student - Teacher Interview	64	4.2%
■ 20. Summative Assessment (Formal Assessment)	95	6.2%
■ 21. Teacher Directed Lecture (little evidence)	23	1.5%
■ 22. Teacher Directed Question / Answer	598	39.3%
■ 23. No Indicators	12	0.8%
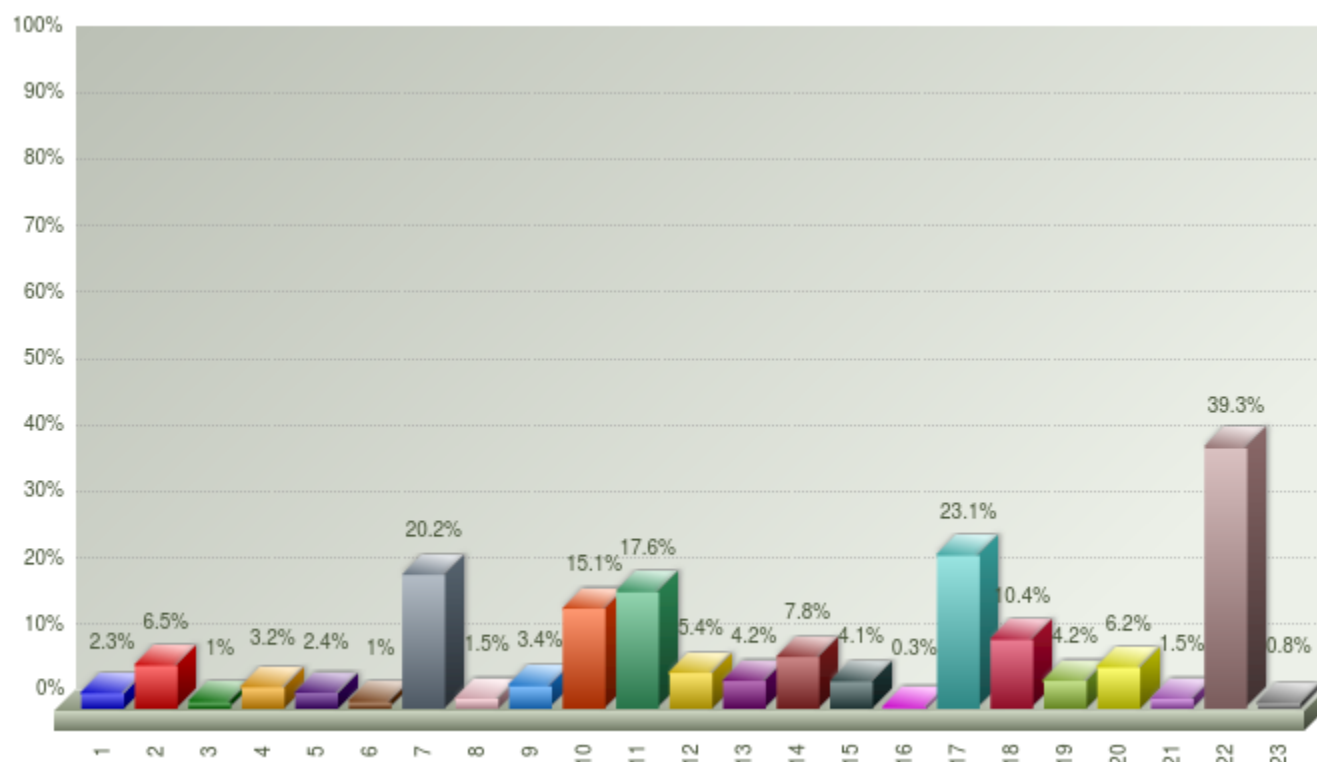
Student Interview (what and why?)	Selected	%
■ 1. Articulated Learning Objective(s)	1446	96.3%
■ 2. Partially Articulated Learning Objective(s)	48	3.2%
■ 3. Could Not Articulate Learning Objective(s)	7	0.5%
Total	**1501**	**100%**

96.3%

0.5%

3.2%
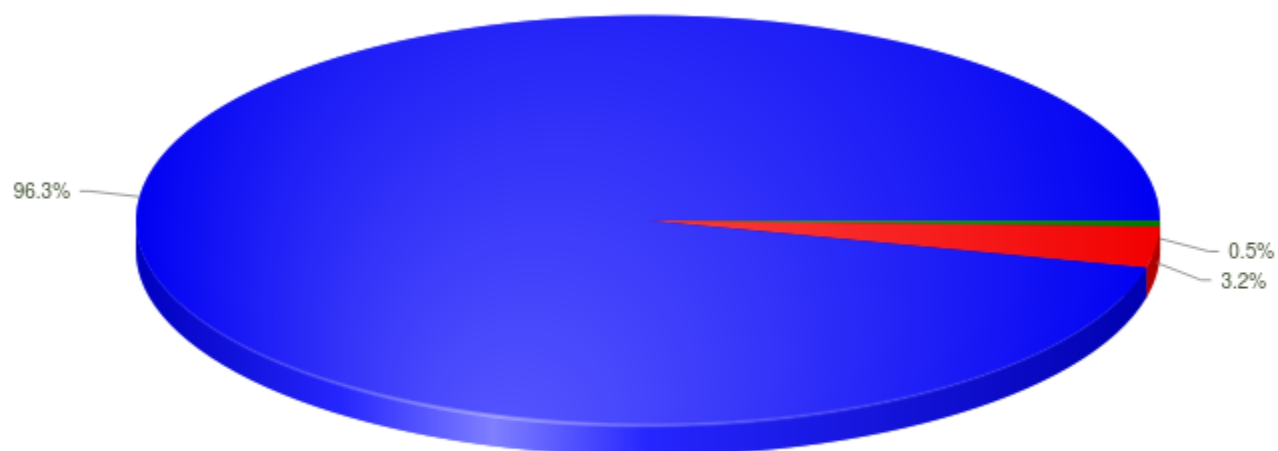
Articulated Learning Objective(s)   Partially Articulated Learning Objective(s)   Could Not Articulate Learning Objective(s)

Optional Observations